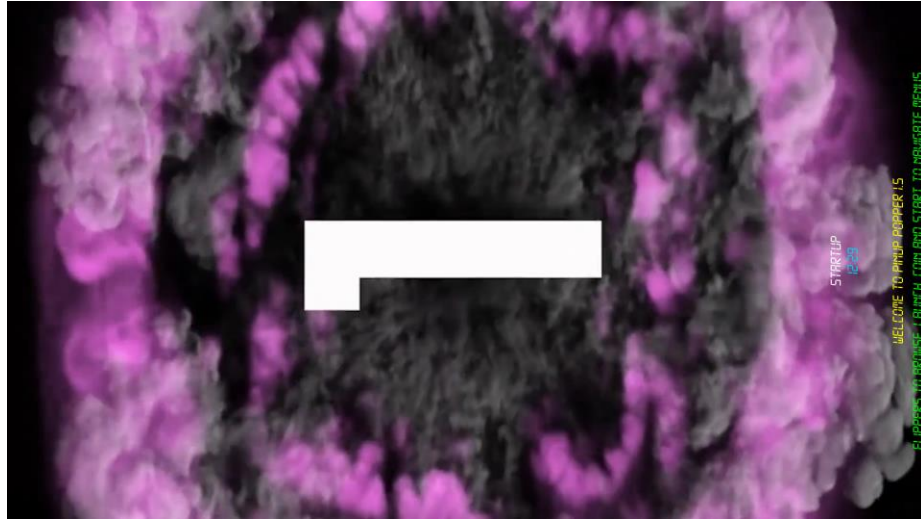


Virtual Pinball Startup and Game launch instructions

1. Apply power to the pinball machine (plug it in or turn on power strip).
2. During startup, you'll see several stages, including the Windows desktop. The final stage before the machine is ready is a series of videos displaying a countdown.

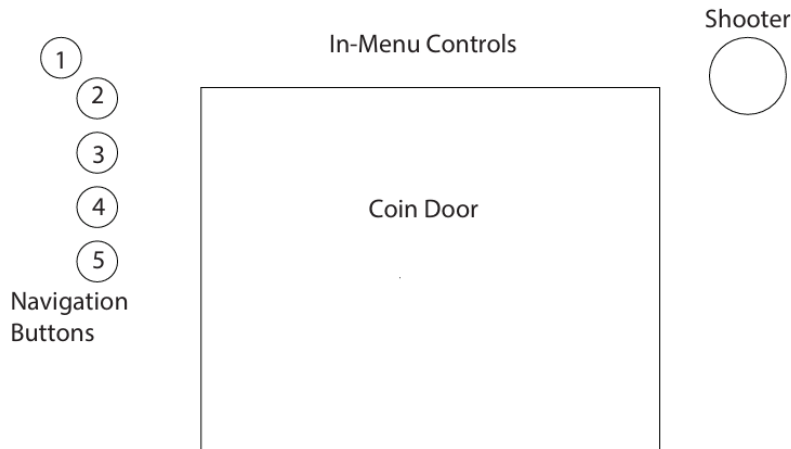


3. Allow these countdown videos to finish completely; once they're done, the machine is ready to play, and you can navigate through the menus. (the system will go into an attract mode after a period of inactivity, if it does press the first button to return to the main menu).



- 4.
5. The flippers are used to cycle the menu left and right, and the first menu is “categories and filters”. You can make selections based on the year of release, the manufacturer, kids, adult, and pup pack tables (pup packs have videos that interact with gameplay).

6. Once you have focused on the chosen category, press the first button to enter that submenu. The button layout is shown below for reference.



7. You may return to the “categories and filters” menu at any time by pressing the first button. (the system will go into an attract mode after a period of inactivity).
8. When the table you wish to play is in focus, it will look like this:



9. Press the first button twice and the loading screen will display, indicating that the table has been launched.
10. After the loading screen video fades, the table is ready to play.

Gameplay Instructions

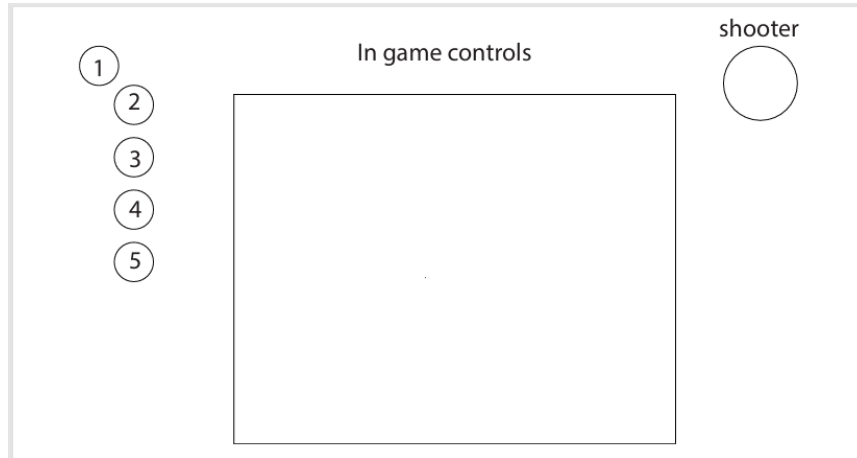
1. The button layout is shown below for reference:



2. Once a table is loaded, add the appropriate number of credits for the number of players. The third button is the credit button. Some tables are set to free play. Each table supports the same number of players as the original physical machine.
3. The second button is "player start" and will be pressed according to the number of players this game.
4. When the ball is in the trough and ready to play, use either the plunger or the first button to launch the ball. If a shooter rod and spring are visible on the screen, use the physical plunger. If no shooter rod is visible, use the Launch button (Button 1) for that table. The Launch button can be used on all tables as a fallback option.
5. If you are prompted to "fire," the game will typically use the fifth button. The Launch button (Button 1) can also be used as a fallback for the "fire" action during gameplay.
6. In multiplayer games, when a ball drains, play passes to the next player. Each player completes their first ball before the next ball cycle begins, just as on a physical pinball machine.
7. You can physically nudge the machine, and it will respond similarly to a traditional pinball machine.
8. To play a different table, press the fourth button to return to the menu you were previously in. There will be a brief pause before you're able to navigate and select the next table.
9. From this menu, you can select a table to play or return to the main menu by pressing the first button.

Shutdown procedure

1. If a table is playing/loaded, exit the table with the 4th button down on the front of the pinball machine. This will return you to the menu system. For quick reference, images showing in-game and menu button functions are also available in the Downloads section of the website thepinballking.com.



2. When you are in the menu, hover over a table (in this example the table 2001 is the selected table):



- press the first button on the front of the pinball machine once.
The wheel bar (arc with circles) will switch to a new menu that looks like this:



- Press the left flipper twice to focus on the system menu:



5. Press the first button on the front of the pinball machine once and you will see this menu:



6. Press the right flipper once to focus on the system shutdown option, and press the first button twice.



7. The computer will shut down, and the screen(s) will display “no signal”. At that time, remove power from the pinball cabinet.